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PALM INTRANET

Inventor Name Search Result

Your Search was:

Last Name = LARSON

First Name = RONALD D.

Application#	Patent#	Status	Date Filed	Title	Inventor Name
07387510	Not Issued	166	07/28/1989	METHOD AND APPAARATUS FOR GRAPHICS PIPELINE CONTEXT SWITCHING IN A MULTI-TASKING WINDOWS SYSTEM	LARSON, RONALD D.
07494706	5222205	150	03/16/1990	METHOD FOR GENERATING ADDRESSES TO TEXTURED GRAPHICS PRIMITIVES STORED IN RIP MAPS	LARSON, RONALD D.
07494997	5251296	150	03/16/1990	METHODS AND APPARATUS FOR GENERATING ARBITRARILY ADDRESSED, ARBITRARILY SHAPED TILES IN COMPUTER GRAPHICS SYSTEMS	LARSON, RONALD D.
07900535	5224210	150	06/18/1992	METHOD AND APPARATUS FOR GRAPHICS PIPELINE CONTEXT SWITCHING IN A MULTI-TASKING WINDOWS SYSTEM	LARSON, RONALD D.
08033090	5420980	150	03/16/1993	METHODS AND APPARATUS FOR GRAPHICS PIPELINE RELATIVE ADDRESSING IN A MULTI-TASKING WINDOWS SYSTEM	LARSON, RONALD D.
08353489	5572657	150	12/09/1994	METHODS AND APPARATUS FOR GRAPHICS BLOCK MOVEMENT IN A MULTI-TASKING WINDOWS SYSTEM	LARSON, RONALD D.
08459913	5564009	150	06/02/1995	METHODS AND APPARATUS FOR BURST DATA BLOCK MOVEMENT IN A MULTI-TASKING WINDOWS SYSTEM	LARSON, RONALD D.

<u>08488642</u>	Not Issued	161	06/08/1995	SYSTEM AND METHOD FOR TRIANGLE RASTERIZATION WITH FRAME BUFFERS INTERLEAVED IN TWO DIMENSIONS	LARSON, RONALD D.
<u>08594191</u>	<u>5760780</u>	150	01/31/1996	COMPUTER GRAPHICS SYSTEM USING CACHING OF PIXEL Z VALUES TO IMPROVE RENDERING PERFORMANCE	LARSON, RONALD D.
<u>08715167</u>	<u>5982384</u>	150	09/17/1996	SYSTEM AND METHOD FOR TRIANGLE RASTERIZATION WITH FRAME BUFFERS INTERLEAVED IN TWO DIMENSIONS	LARSON, RONALD D.
<u>08846827</u>	<u>5907691</u>	150	05/01/1997	DUAL PIPELINED INTERCONNECT	LARSON, RONALD D.
<u>08846831</u>	<u>5909562</u>	250	05/01/1997	BACKUP FIFO IN-LINE STORAGE	LARSON, RONALD D.
<u>08847271</u>	<u>5911056</u>	150	05/01/1997	HIGH SPEED INTERCONNECT BUS	LARSON, RONALD D.
<u>09172389</u>	Not Issued	71	10/14/1998	METHOD AND APPARATUS FOR UPDATING A HIERARCHICAL Z BUFFER	LARSON, RONALD D.
<u>09178525</u>	<u>6313839</u>	150	10/23/1998	METHOD AND APPARATUS FOR PERFORMING Z BUFFER DEPTH COMPARISON OPERATIONS	LARSON, RONALD D.
<u>09190666</u>	<u>6359623</u>	150	11/12/1998	METHOD AND APPARATUS FOR PERFORMING SCAN CONVERSION IN A COMPUTER GRAPHICS DISPLAY SYSTEM	LARSON, RONALD D.

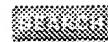
Inventor Search Completed: No Records to Display.

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Terms used

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1 [GPGPU: general purpose computation on graphics hardware](#)

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press

 Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...


2 [Adaptive hierarchical visibility in a tiled architecture](#)

 Feng Xie, Michael Shantz
 July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press

 Full text available: [pdf\(1.67 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
Keywords: hierarchical z buffer, occlusion culling, visibility culling

3 [The Quadtree and Related Hierarchical Data Structures](#)

 Hanan Samet
 June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2

Publisher: ACM Press

 Full text available: [pdf\(4.87 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
4
[Real-time shading](#)


 Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(7.39 MB) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

5 Facial modeling and animation

 Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(18.15 MB) Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

6 Object-based and image-based object representations

 Hanan Samet
June 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.05 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An overview is presented of object-based and image-based representations of objects by their interiors. The representations are distinguished by the manner in which they can be used to answer two fundamental queries in database applications: (1) Feature query: given an object, determine its constituent cells (i.e., their locations in space). (2) Location query: given a cell (i.e., a location in space), determine the identity of the object (or objects) of which it is a member as well as the re ...

Keywords: Access methods, R-trees, feature query, geographic information systems (GIS), image space, location query, object space, octrees, pyramids, quadtrees, space-filling curves, spatial databases

7 Projectors: advanced graphics and vision techniques

 Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(6.53 MB) Additional Information: [full citation](#)

8 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

9 High dynamic range imaging 

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

10 Three-dimensional medical imaging: algorithms and computer systems 

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(7.38 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

11 Point-based computer graphics 

Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(8.94 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

12 Hierarchical polygon tiling with coverage masks 

Ned Greene

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  [pdf\(983.01 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: BSP tree, antialiasing, coverage mask, octree, recursive subdivision, tiling,

visibility

13 A survey of image registration techniques Lisa Gottesfeld BrownDecember 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4**Publisher:** ACM PressFull text available:  pdf(5.20 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching**14 Computational Approaches to Image Understanding** Michael BradyMarch 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1**Publisher:** ACM PressFull text available:  pdf(10.04 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**15 Visibility culling using hierarchical occlusion maps** Hansong Zhang, Dinesh Manocha, Tom Hudson, Kenneth E. HoffAugust 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques****Publisher:** ACM Press/Addison-Wesley Publishing Co.Full text available:  pdf(597.69 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** hierarchical data structures, image pyramid, interactive display, occlusion culling, visibility culling**16 Model-based object recognition in dense-range images—a review** Farshid Arman, J. K. AggarwalMarch 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 1**Publisher:** ACM PressFull text available:  pdf(3.42 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in each subtask pertaining to dense-range image object recogni ...

Keywords: 3D object recognition, 3D representations, CAD-based vision, dense-range images, image understanding

17 [Hardware accelerated rendering of antialiasing using a modified a-buffer algorithm](#) 

 Stephanie Winner, Mike Kelley, Brent Pease, Bill Rivard, Alex Yen

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(113.06 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: antialiasing, image partitioning, plane equation evaluation, scanline, texture mapping, transparency

18 [Multiple-view geometry for image-based modeling](#) 

 Jana Košecká, Yi Ma, Stefano Soatto, René Vidal

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(23.14 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course presents the state of the art in multiple-view geometry, including methods and algorithms for reconstructing 3-D geometric models of scenes from video or photographs. This course is based on a novel approach to multiple-view geometry that only requires linear algebra, as opposed to more involved projective and algebraic geometry that most current methods employ. This new approach aims to make image-based modeling techniques accessible to a larger audience compared to existing ones.

T ...

19 [Delay streams for graphics hardware](#) 

 Timo Aila, Ville Miettinen, Petri Nordlund

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(1.67 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events. We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

Keywords: 3D graphics hardware, antialiasing, occlusion culling, order-independent transparency, stream processing

20 [A survey on wavelet applications in data mining](#) 

 Tao Li, Qi Li, Shenghuo Zhu, Mitsunori Ogihara

December 2002 **ACM SIGKDD Explorations Newsletter**, Volume 4 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(330.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Recently there has been significant development in the use of wavelet methods in various data mining processes. However, there has been written no comprehensive survey available on the topic. The goal of this is paper to fill the void. First, the paper presents a high-level data-mining framework that reduces the overall process into smaller

components. Then applications of wavelets for each component are reviewd. The paper concludes by discussing the impact of wavelets on data mining research an ...

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